

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims

1. (currently amended) A method of playing a game, comprising:

applying at least one display strip to ~~at least one a~~ player, wherein the display strip comprises a plurality of lights, wherein the lights are capable of displaying images, and wherein the display strip is also coupled to a hand-held microprocessor which is capable of performing functions unrelated to the game;

receiving input ~~from at least one player~~ from a hand held input device configured to receive information from the player, wherein the hand held input device is coupled to the hand-held microprocessor;

executing game instructions for the game with the hand-held microprocessor, wherein the game instructions are stored in the hand-held microprocessor;

providing output signals to the display strip from the hand-held microprocessor; and displaying images on the display strip.

2. (original) The method of claim 1, wherein the step of providing output signals comprises:

providing output signals indicative of the player's status in the game.

3. (original) The method of claim 2, wherein the step of displaying images comprises: displaying the player's status in the game on the display strip.

4. (canceled)

5. (currently amended) The method of claim 4~~1~~, wherein the step of displaying images comprises:

displaying each player's game status on ~~that a plurality of player's display strips~~.

6. (canceled)

7. (canceled)

8. (currently amended) The method of claim 31, wherein the step of receiving input from ~~at least one player~~ a handheld input device further comprises:
receiving input provided by a simulated weapon shot.

9. (original) The method of claim 1, comprising:
emitting an audible sound from the display strip.

10. (currently amended) A ~~game~~ gaming device, comprising:
a hand-held microprocessor configured to store and execute games, wherein the hand-held microprocessor is capable of performing functions unrelated to the games;
a hand-held input device coupled to the hand-held microprocessor and configured to receive information from a user of the gaming device;
at least one display strip in communication with the hand-held microprocessor, wherein the display strip includes a plurality of lights, wherein the lights are capable of displaying images received from the hand-held microprocessor;
a mounting structure capable of mounting the display strip on a player; and
a display in communication with the hand-held microprocessor.

11. (currently amended) The gaming device ~~game~~ of claim 10, wherein the display strip comprises a plurality of display strips, the game further comprising:
a plurality of game input devices in communication with the hand-held microprocessor, wherein the game input devices receive input from players.

12. (currently amended) The gaming device game of claim 11, wherein each game input device is associated with a display strip, and wherein each game input device is arranged to receive input from a specified player and the display strip associated with the game input device is arranged to display status information for the specified player.

13. (currently amended) The gaming device game of claim 12, wherein the plurality of display strips are in communication with the hand-held microprocessor through the game input devices.

14. (currently amended) The gaming device game of claim 10, further comprising:
at least one sensor, wherein the sensor is capable of sensing radiation from a simulated weapon firing and providing an output to the hand-held microprocessor in response to the simulated weapon firing.

15. (currently amended) The gaming device game of claim 14, wherein the display strip comprises a plurality of display strips, and wherein the lights of each display strip are arranged to display a player's status in the game.

16. (canceled)

17-21. (canceled)

22. (currently amended) The gaming device game of claim 10, wherein the display strip is flexible.

23. (currently amended) The gaming device game of claim 10, wherein the images displayed by the display strips comprise alphanumeric characters.

24. (previously presented) The method of claim 1, wherein the hand-held microprocessor is a personal digital assistant (PDA).

25. (currently amended) The gaming device ~~game~~ of claim 10, wherein the hand-held microprocessor is a personal digital assistant (PDA).

26. (new) The gaming device of claim 10, wherein the at least one display strip further comprises a sheet of label stock having a printable surface, wherein the label stock is configured to be inserted into a user's printer and printed with a user selectable image pattern and coupled to the at least one display strip to enable a custom pattern to be displayed on the display strip.

27. (new) The method of claim 1, further comprising printing a user selectable image pattern on a sheet of label stock having a printable surface using a user's printer and coupling the printed label stock to the at least one display strip to provide a display strip having a custom pattern.